



GAME & WATCH™ PANORAMA SCREEN

SNOOPY (SM-91)

INSTRUCTION

PEANUTS Characters. ©1950, 1951, 1952, 1958, 1965
United Feature Syndicate, Inc.

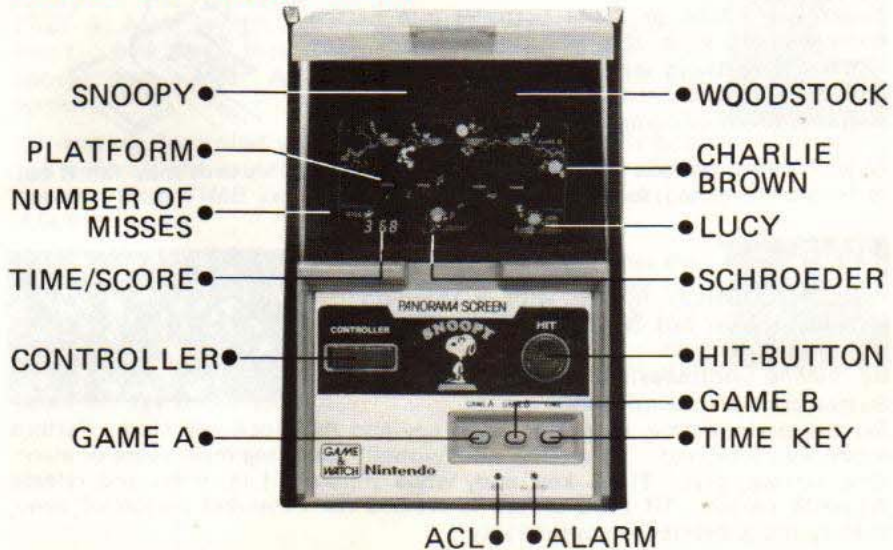
<http://www.replacementdocs.com>

Nintendo®

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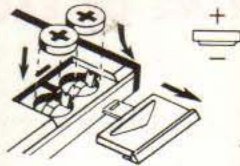
NAME OF EACH PART



INSERTING THE BATTERIES

Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or completely lost.

In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

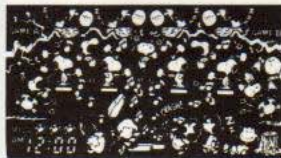


TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Do not hold down. The display will appear as illustrated.

By moving Controller, you control the hours. Hit Button controls the minutes.

Set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is pressed for extended period of time, battery life is shortened considerably.)



ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If Bell mark does not appear, push again.) Alarm is set when Bell mark is on the screen.

By moving Controller you will control the hours. Hit Button controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time. Check the AM/PM time.

When pre-set alarm time is reached, Charlie Brown rings the bell, and the bell rings for about one minute. To turn off manually, press TIME key. Charlie Brown rings the bell without sound during game play.

Push TIME key to check the alarm time. It is indicated while the key is depressed.



HOW TO PLAY

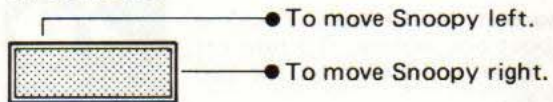
Schroeder is playing his piano. The notes fly through the air to where Woodstock is sleeping. Operate Snoopy LEFT and RIGHT to strike down the notes with his hammer, so Woodstock may sleep in peace.

GAME A: 3 lines of notes

GAME B: 4 lines of notes

(Control Button)

1) Controller



2) Hit Button

Press, and Snoopy hits the musical notes with the hammer.

(The Beginning Of The Game)

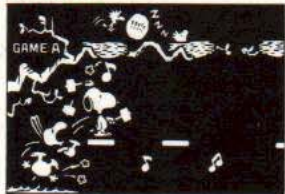
Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

- * To erase high score from memory, press ACL switch or remove batteries.
- * A game is not interrupted even if TIME key or other game key is depressed during game play.
- * Game A is for beginners and average players. Game B is for the pros. Game B requires more coordination, technique and timing.

(Points)

1 point for each note knocked down.

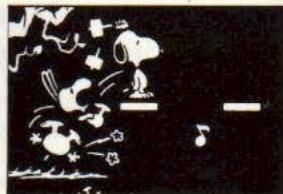
(Misses)



When Snoopy goes too far left, he falls from the orange platform.



When Snoopy goes too far right, he falls from the pink platform.



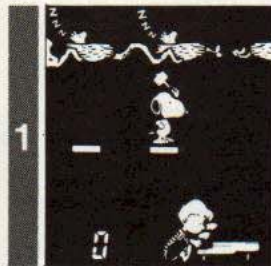
When Snoopy lets a note get by, he wakes up Woodstock and Snoopy falls off the platform.

With 3 misses game ends. When game is left for 5 minutes after game ends, time display returns automatically.

(Bonus)

When score reaches 300 points, a fanfare sounds and all misses are canceled. **If there are no misses**, the game goes into CHANCE TIME. During CHANCE TIME the score flashes and all the points are awarded at double value until a miss is scored.

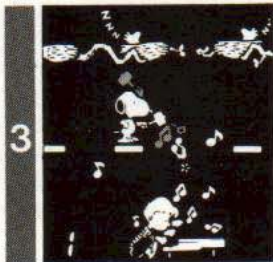
THE OPERATION OF CONTROL BUTTONS



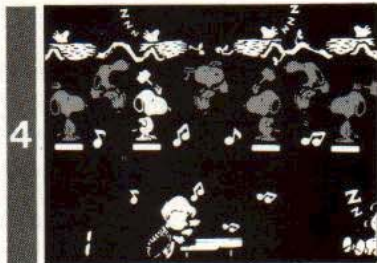
When the GAME START melody ends, Snoopy appears on the 2nd green platform from the left.



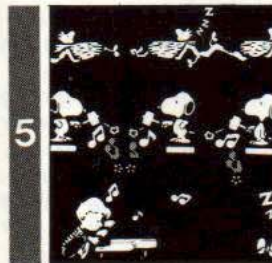
When Schroeder starts playing the piano, orange, green, and pink notes fly up to the sleeping Woodstock.



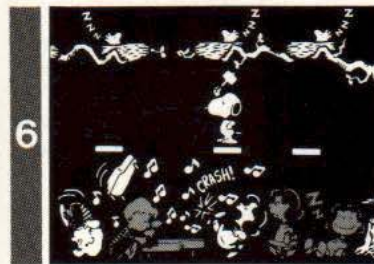
If the note hits Woodstock's nest, he wakes up.
Make Snoopy knock down the notes so Woodstock can sleep.



Move the Controller so that Snoopy jumps from one platform to another. (There are four platforms: Orange, Green, Blue and Pink.)



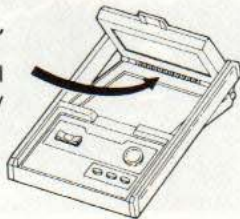
Snoopy can hit down a note only when he is standing on a platform of the same color. Press the Hit-Button as the note is along side Snoopy.



Lucy wakes up every 100 points, kicks Schroeder's piano, then goes to sleep again.

CAUTIONS

1. Do not use pencil or pen when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid storage at an extreme temperature or any heavy shocks.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As the unit is a precision instrument, do not attempt to take it apart.
5. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
6. Do not place hand on the screen part of the unit. Light is required to enter into the unit from the upper side of screen.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner, benzine or alcohol for wiping.
9. Be careful not to press the liquid crystal display heavily, otherwise, the display may fail.



Batteries and Liquid Crystal

Batteries

1. When batteries are removed from the GAME & WATCH, be sure to keep them out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery is swallowed, call a doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the same pocket.
5. Do not use batteries as toys. Use only as intended in GAME & WATCH.

Liquid crystal

- * The liquid crystal uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
- * The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Dimension	: 98mm(W) x 21mm(H) x 146.5mm(D)
Net Weight	: 205 g (Including Batteries)
Battery	: Two Alkali-Manganese batteries (LR-44 or SR-44)
Life of the battery	: Approx. 5 months with one hour play a day (LR-44)
Time display	: 12-hour system, hour and minute
Accuracy of the clock	: Average daily differential within ± 3 secs. (Under normal temperature)
Alarm	: Set in 1-min. intervals.
Working temperature	: 50°F ~ 104°F (10°C ~ 40°C)

SPECIFICATIONS

Dimensions	Approx. 2 1/2" x 1 1/2" x 1 1/2"
Weight	200g (7.05oz)
Battery	Two 1.5V AAA batteries (not included)
Life of the battery	Approx. 10 hours (continuous play)
Frequency	27.12MHz (FM)
Frequency of the station	27.12MHz (FM)
Power	100mW
Voltage	1.5V

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